

GAME BOY ADVANCE

AGB-BR8E-USA

GHOST RIDER



INSTRUCTION BOOKLET

MARVEL

COLUMBIA
PICTURES



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)

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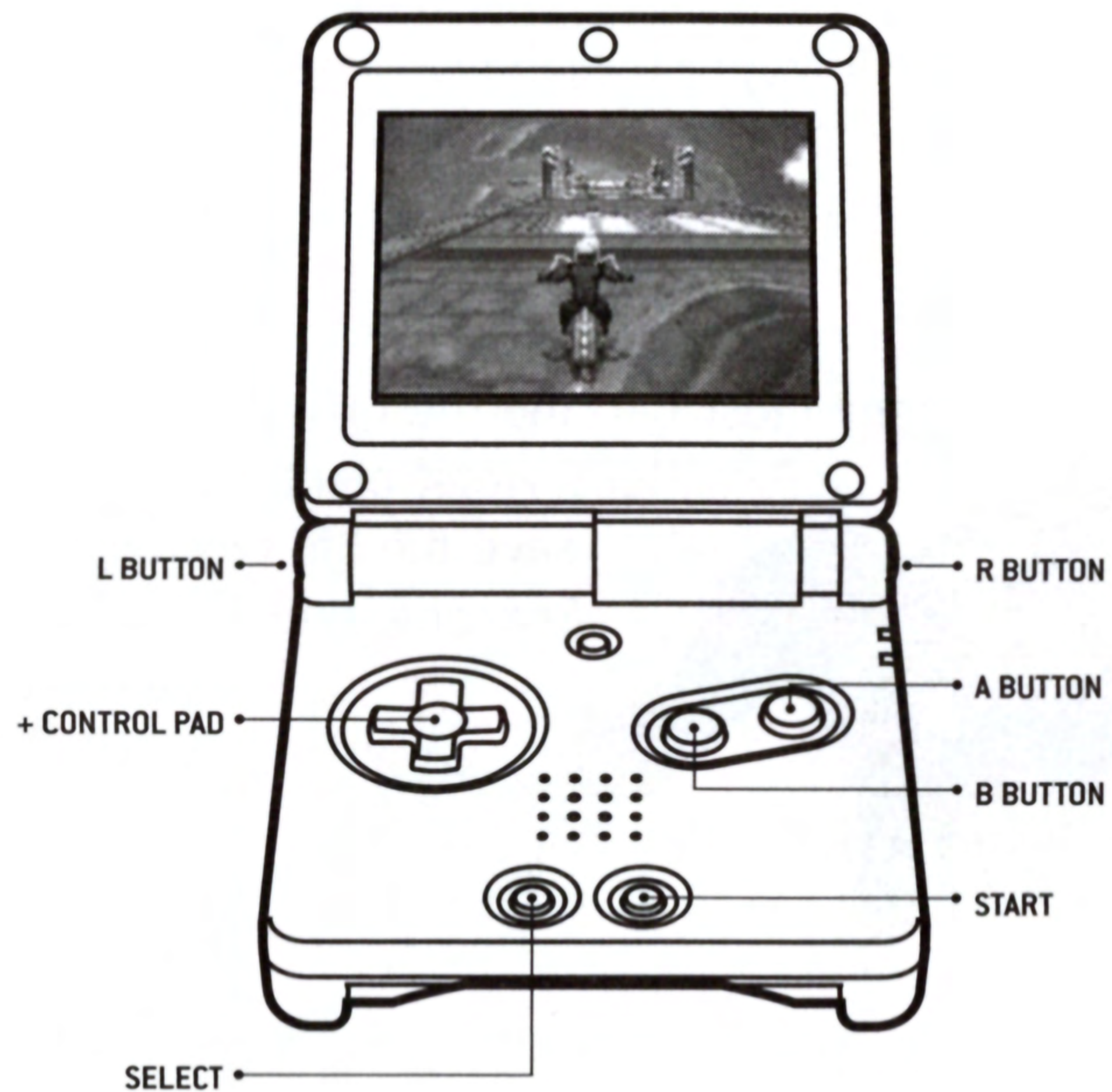
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GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance.
2. Insert the Ghost Rider™ Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Turn ON the power switch. The logo screens will appear.
4. When the language select screen appears, select a language, and then press the **A** Button.
5. Press **START** on the title screen to proceed to the Main Menu.

GAME BOY® ADVANCE SP



INTRODUCTION

Cheated by the devil Mephisto, Johnny Blaze is cursed to spend his nights as the Ghost Rider- a Spirit of Vengeance who must hunt down evil doers and punish them for their deeds.

Although Mephisto is the cause of his eternal suffering, Johnny is forced to help him when he is summoned to Hell.

Johnny must become the Ghost Rider to take on Hell's worst nightmares in order to save the life of his girlfriend Roxanne, and at the same time save the world!



PLAYING THE GAME

MAIN MENU

From the main menu you can access one of the three available saved game slots and the options menu.

New Game

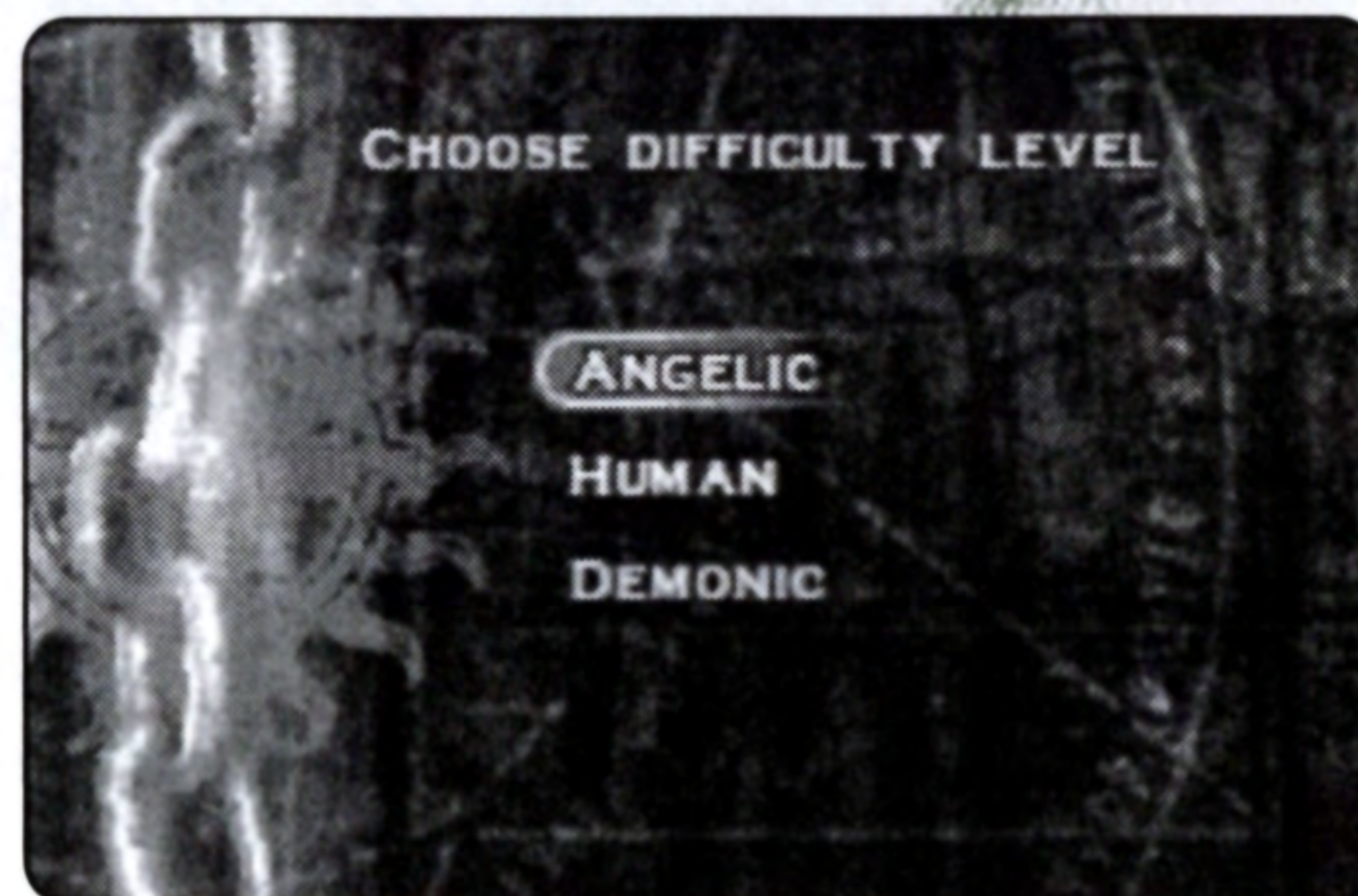
Play through the main game, defeating the evil souls who have escaped from Hell! Collect orbs to upgrade your combat abilities.

Select a “new game” slot and choose between three difficulty levels:

Angelic (Easy)

Human (Medium)

Demonic (Hard)



OPTIONS

Alter your game settings. (Sound Fx and Music ...)

EXTRAS

View artwork that you have unlocked in Story Mode. Unlocks only after beating 100% of the game on Demonic difficulty level.

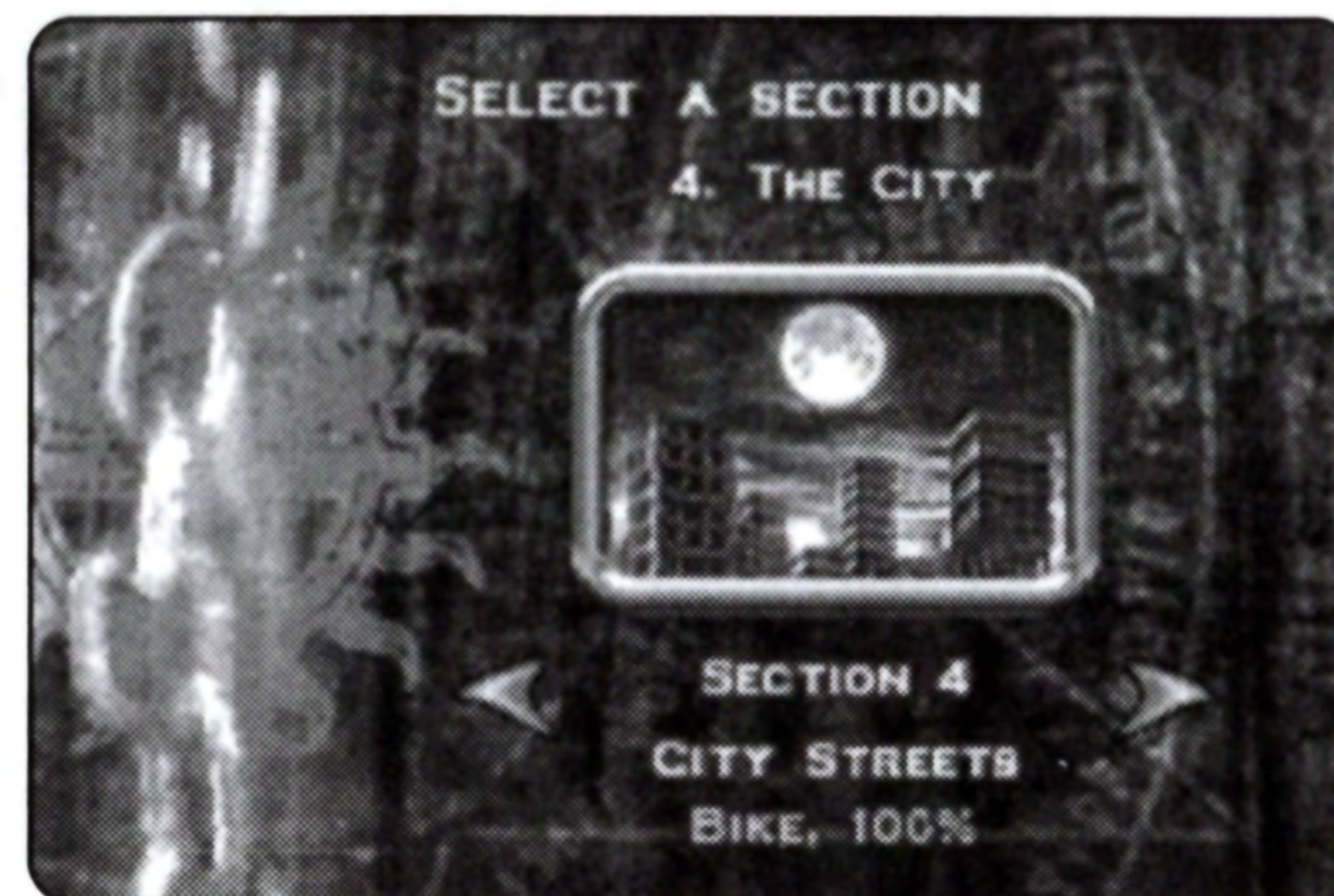
STORY MODE

STORY MODE SCREEN

On this screen you can see Ghost Rider's adventure unfold, split from left-to-right into separate levels. The story is split into 5 chapters, each chapter is separated in several sections.

Navigating

To move between sections press +Control Pad ← and → to cycle through them.



From the Story Mode screen you can:

Enter a Level: Highlight an open level and press the **A** Button to enter.

Progress

Ghost Rider begins in Hell and must travel back to Earth and track down the evil souls who have escaped!

By completing a level you will unlock the next, moving through the story until you make your way to the final battle. Levels will take place on foot or bike and each chapter finishes with a climactic boss battle in which Ghost Rider must face a powerful foe.

ON FOOT LEVELS

For levels in which Ghost Rider proceeds on foot, you must battle through waves of enemies to reach the end of the section.

Basic Controls

L Button:

Grab an opponent



+Control Pad ↑:

Guard



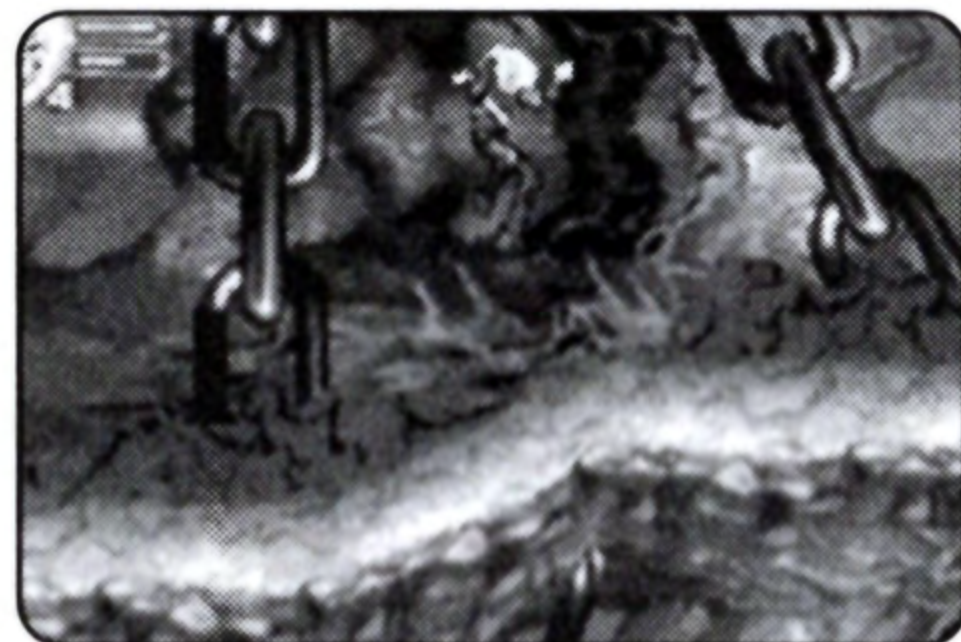
+ Control Pad ←/→:

Move left and right



R Button:

Jump



+ Control Pad ↓:

Crouch



B Button:

Punch Attack



A Button:

Chain Attack



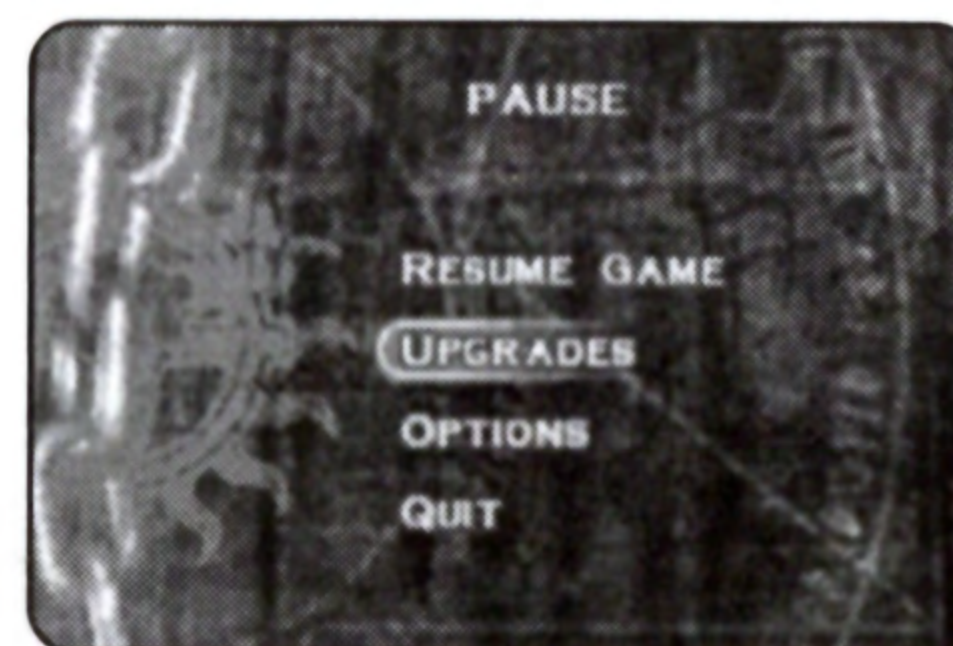
Select:

Upgrades Menu



Start:

Pause Menu



Fighting

Combination Attacks

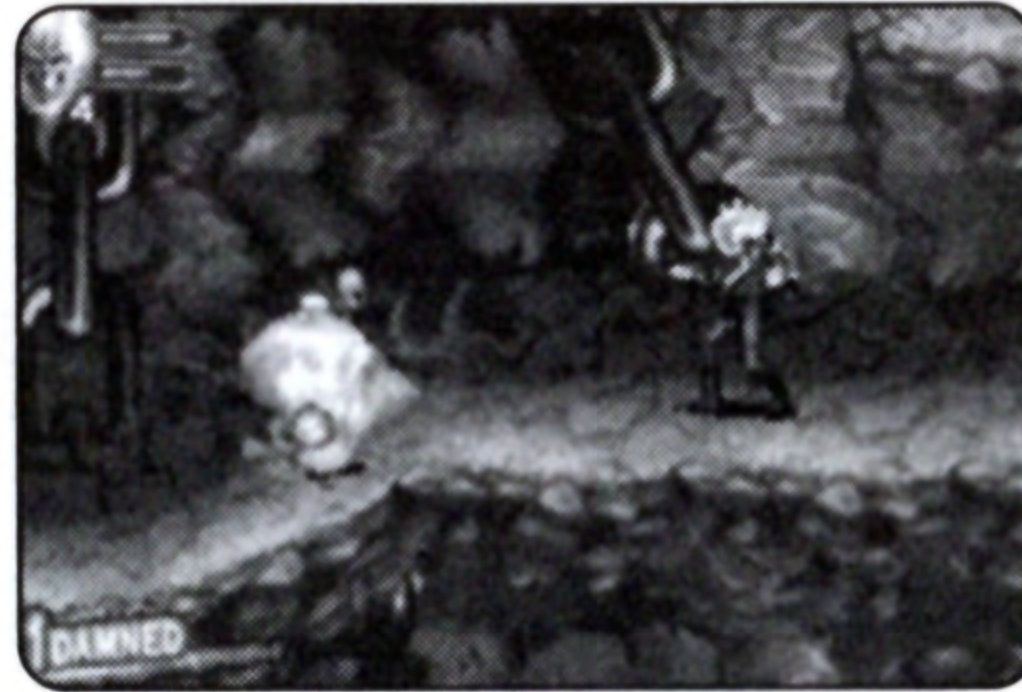
Attack enemies using combinations of Light attacks, Heavy attacks, Jump and Block.

As the game progresses, you can spend Orbs to enhance Ghost Rider's powers and attacks, gaining all new moves.

Demon Orbs

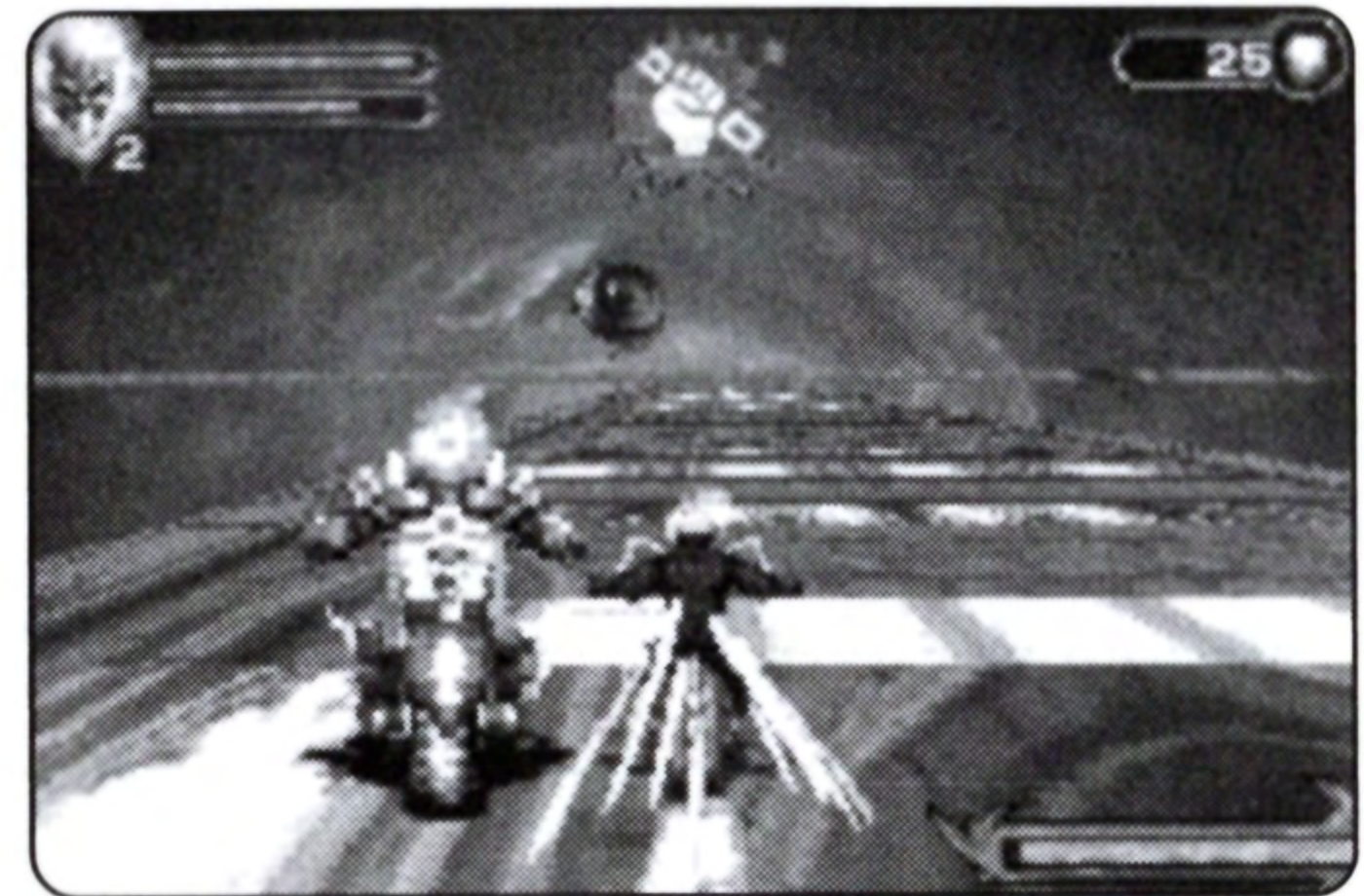
Defeated enemies will release orbs:

- YELLOW ONES refill Ghost Rider's life
- BLUE ones refill Ghost Rider's mana bar.
- PURPLE ONES raise his Demon Orbs counter.



Mana Bar

By fighting, Ghost Rider also refills his Mana Bar. This bar fills up as Ghost Rider is hit or as he lands hits on his enemies. Combining attacks will also raise the combo counter faster and increase the amount of mana received when hitting an enemy. There are two uses for the Mana Bar:



Guard

When pressing +Control Pad , Ghost Rider stands in guard and protects himself against frontal attacks. Using Guard decreases the amount of mana.

Thirst for Vengeance

Once unlocked, you can press **the L Button + the R Button** to release Ghost Rider's Thirst for Vengeance! For as long as the Mana Bar lasts, Ghost Rider will cause more damage and enemies will be unable to make him flinch. During Thirst for Vengeance, Ghost Rider will be able to make even the most powerful enemies stagger back from his attacks. Once unlocked, you can do a grab move and Ghost Rider will perform his deadly Penance Stare; a move that punishes the enemy and provides you with extra demon orbs.

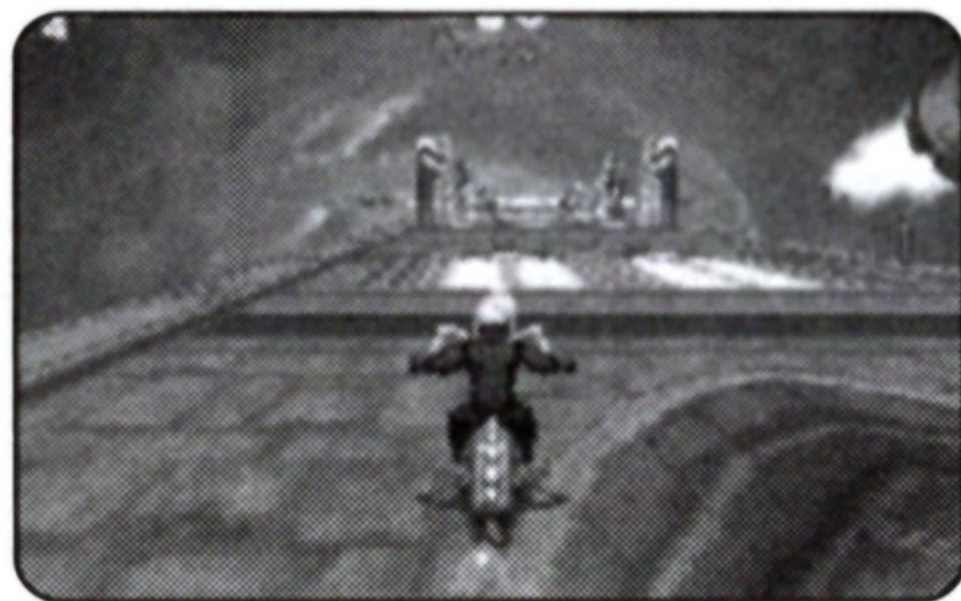
ON BIKE

For levels where he rides his Hell Cycle, Ghost Rider must race to the end of the track, taking out enemies on the way and using the power of the Hell Cycle to overcome obstacles.

Basic Controls

L Button:

Brake



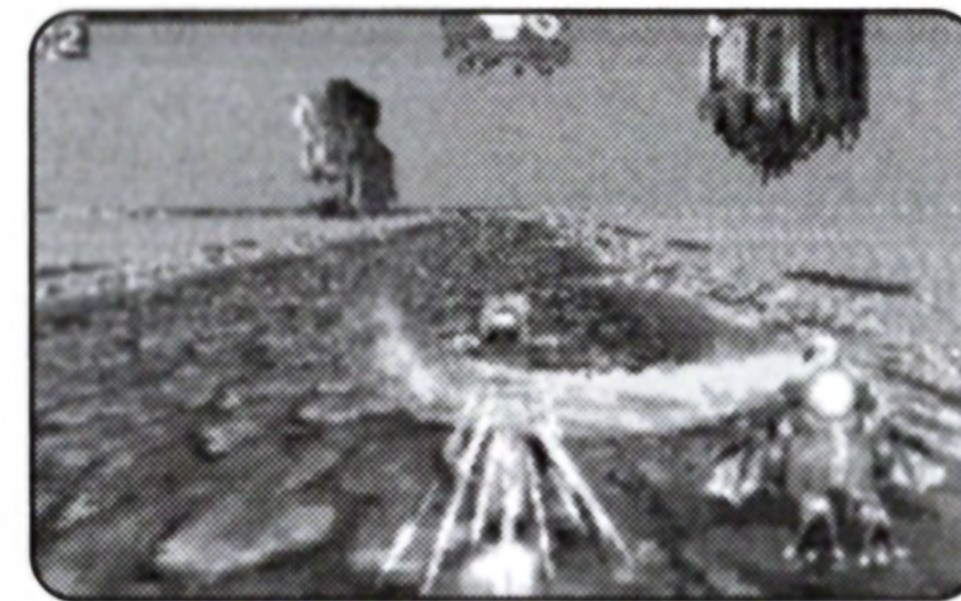
+ Control Pad ←/→:

Steer Bike



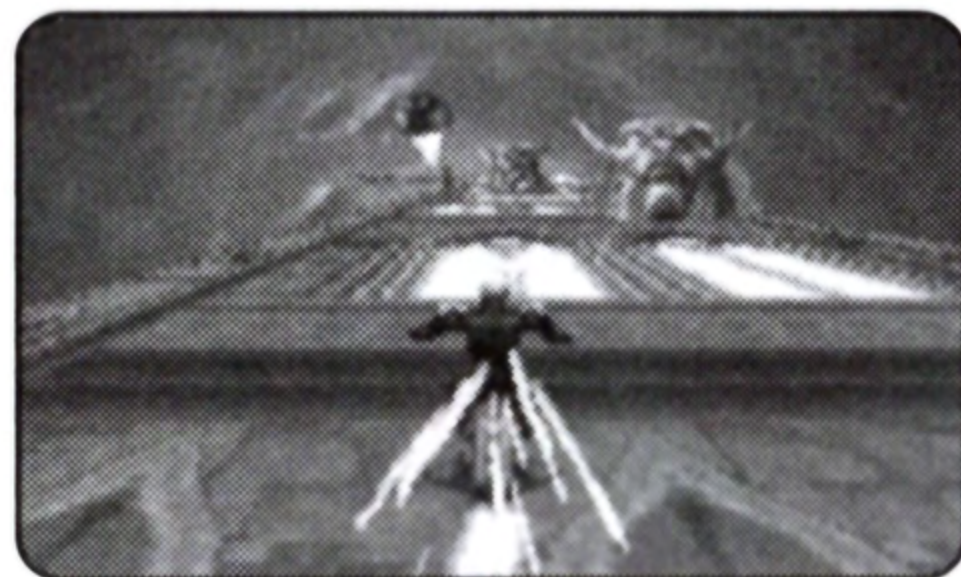
B Button:

Chain Swipe



R Button:

Accelerate



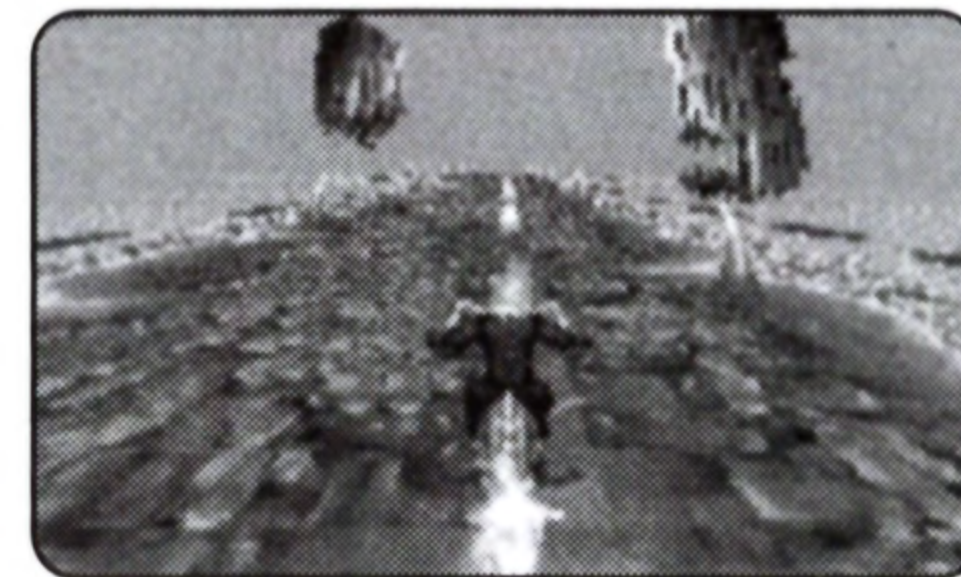
+ Control Pad ↓:

Power Down



A Button:

Hellfire Projectile



Start: Pause

UPGRADING

As you progress through the game you can increase your strength and abilities thanks to the orbs you have collected.

By pressing **Select** anytime during the game, you can enter the Upgrades Menu to upgrade your character. Use +Control Pad **←** and **→** to page between different sections, move between items with +Control Pad **↑** **Button** and **↓** **Button** then spend orbs with **Select** to buy items.

There are several ways in which you can boost your abilities:

NEW MOVES

Hell Strikes

Buy new attacks for your punch combo

Hell Chain Air

Once unlocked, enhance the power of your “Hell Chain Air” attack

Heavy Combos

Buy combination moves that deliver a powerful payload, e.g. “Jet Punch” – a devastating jumping attack that slams down on your opponent with terrifying force.

STATS

Health

Boost your health and last longer in a fight!

Mana

Boost the length of the mana bar to make Thirst for Vengeance last longer and reap even greater rewards from your Penance Stare.

Fists Power

Level up the Fists related attacks through three levels.

Chain power

Level up the Chain related attacks through three levels.

EXTRAS

VIEWING EXTRAS

To view the extras content you have unlocked, select “Extras” from the main menu, and navigate through the slideshow with + Control Pad ◀/▶.

KNOW YOUR ENEMY



Fire Spitter Demon

The artillery of the Hell Army, the Fire Spitters are close relatives of the Razor Demon. They use their claws to dig into the Earth and support themselves as they spit gobs of hellfire like living mortars.

Claw Ogre Demon

The powerhouse of the Hell Army, this huge giant steam-rolls through the front line of its enemies. His primary weapons are the huge claw arms that he uses to pummel his foes. His tiny brain is well protected inside an ugly head that is barely visible between his giant shoulders.





Hell Bat

A pterodactyl-like creature with a vicious bite. Bred by soldiers to clear battlefields of their corpses, this creature subsequently developed an aptitude for combat and was promoted to be a rank and file member of the infantry.

Its claws are strong enough to rip the heads of its enemies clean off.

Lilin Scythe Beast

One of the many spawn of the witch Lilith, the Scythe Beast was once a man. Traces of his anatomy are still visible, torn apart by bone-like scythes and blades that protrude from his limbs. His face and body are obscured

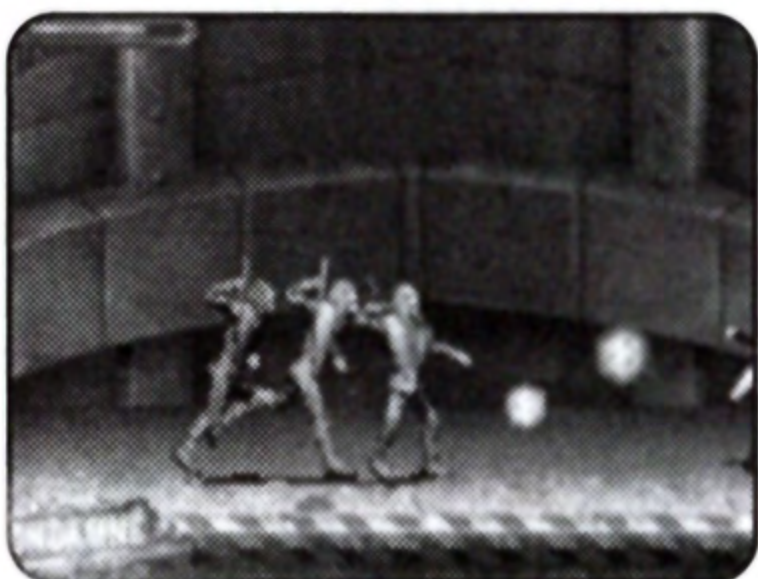
by leather straps and harnesses that hold his mutated form together.



Gressil Earth Elemental

The monstrosity evolved form of Blackheart's companion Gressil. A bloated, slow moving golem with cracks for veins and gems for eyes, Gressil has fused with his rocky

surroundings until his original human shape is almost lost amongst the crags and spikes of his roughly hewn crystalline form.

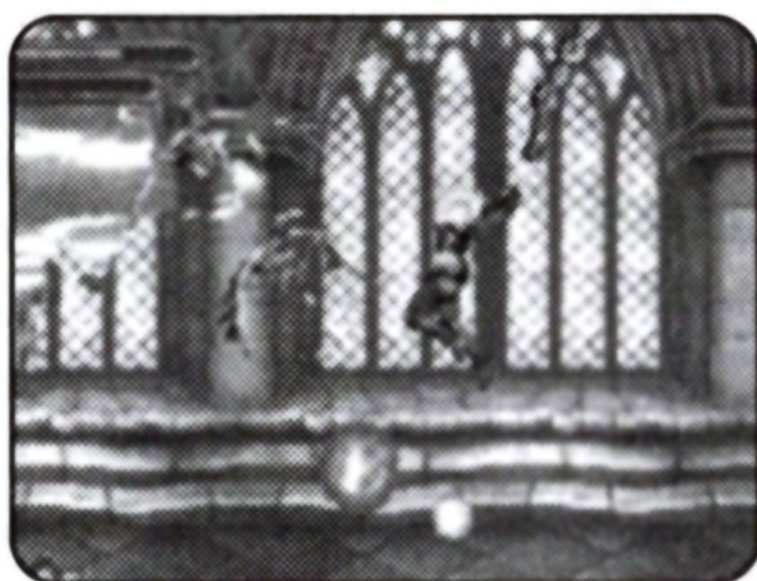


Katana Ninja

Ninja under the command of the Vampire Blackout that have been infected with the Demon Essence. Equipped with night vision and the best katana that the kingpin Deathwatch can provide, these Ninja are a fearsome combination of raw Demon power and precision Ninja technique.

Shuriken Ninja

This member of Blackout's Ninja force comes equipped with razor sharp shuriken, capable of tearing through armour, bone and steel alike.



Demon Crows

Diseased attack crows belonging to the chapter's boss "Scarecrow."



Abigor Air Elemental

When taken over by the Demon Essence, the Fallen Abigor becomes a whirling wraith, a collection of whirlwind limbs and a form constantly in flux. Like the wind, he is fast, but also powerful. His face is hidden in his tattered hood.

Demon Biker Gang Member

A Hell's Angel possessed by Demon Essence. A natural born brawler before the transformation, this biker is now a heavy hitting force to be reckoned with. Carries a length of pipe fused into his hands.



Demon Sword Clown

This manically grinning clown still remembers the tricks he performed in his previous life. Especially the 'hundred sword special' where he would (supposedly) stick a hundred swords into a case containing a volunteer. His

demonic possession has enabled him to concoct a variant on the trick that does away with the smoke and mirrors.



Muck Monster

A popular fixture at the carnival, the Muck Monster was a hulking brute composed of rotten swamp waste and held together by a magical curse that gave him sentience.

Now taken over by the Demon Essence, Muck Monster is a festering hulk who wanders the carnival looking for victims to smash and absorb into his compost bulk.

Demon Bomb Clown

This demonic clown used to entertain the crowds by throwing water bombs into the audience. Now he wiles away his time entertaining his obsession with real explosives, chucking clutches of home-made bombs at anything in sight.



NOTES

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page, possibly from a composition book or a legal pad. The edges of the paper are slightly irregular, suggesting it might be a scan of a physical document. There is no handwriting or other markings on the page.

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